

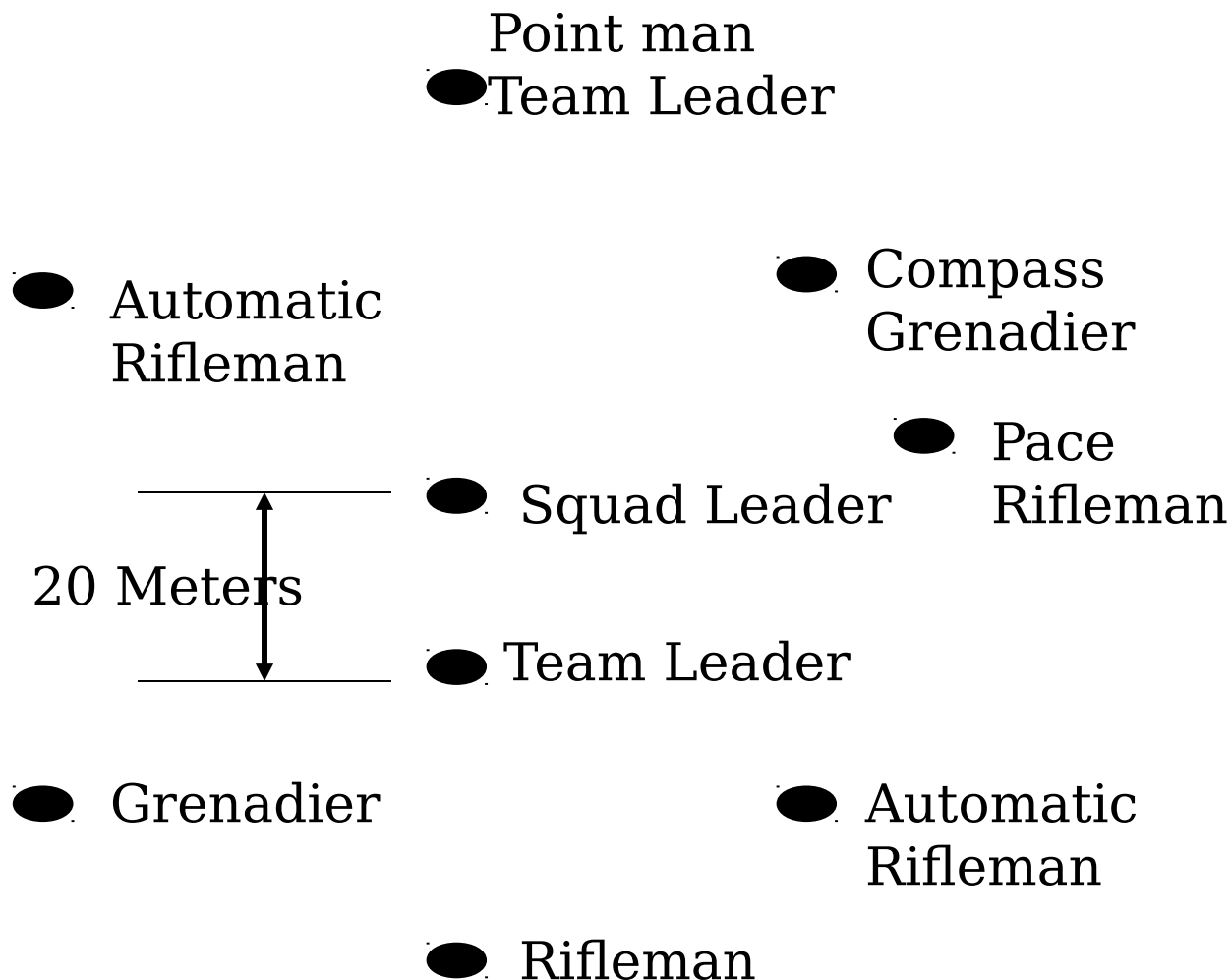
# **Step 1, Know Where You Are**

- **Your directional orientation.**
- **The direction and distances to your objective.**
- **Other landmarks and features.**
- **Any impassable terrain, the enemy, and danger areas.**
- **Both advantages and disadvantages presented by the terrain between you and your objective.**

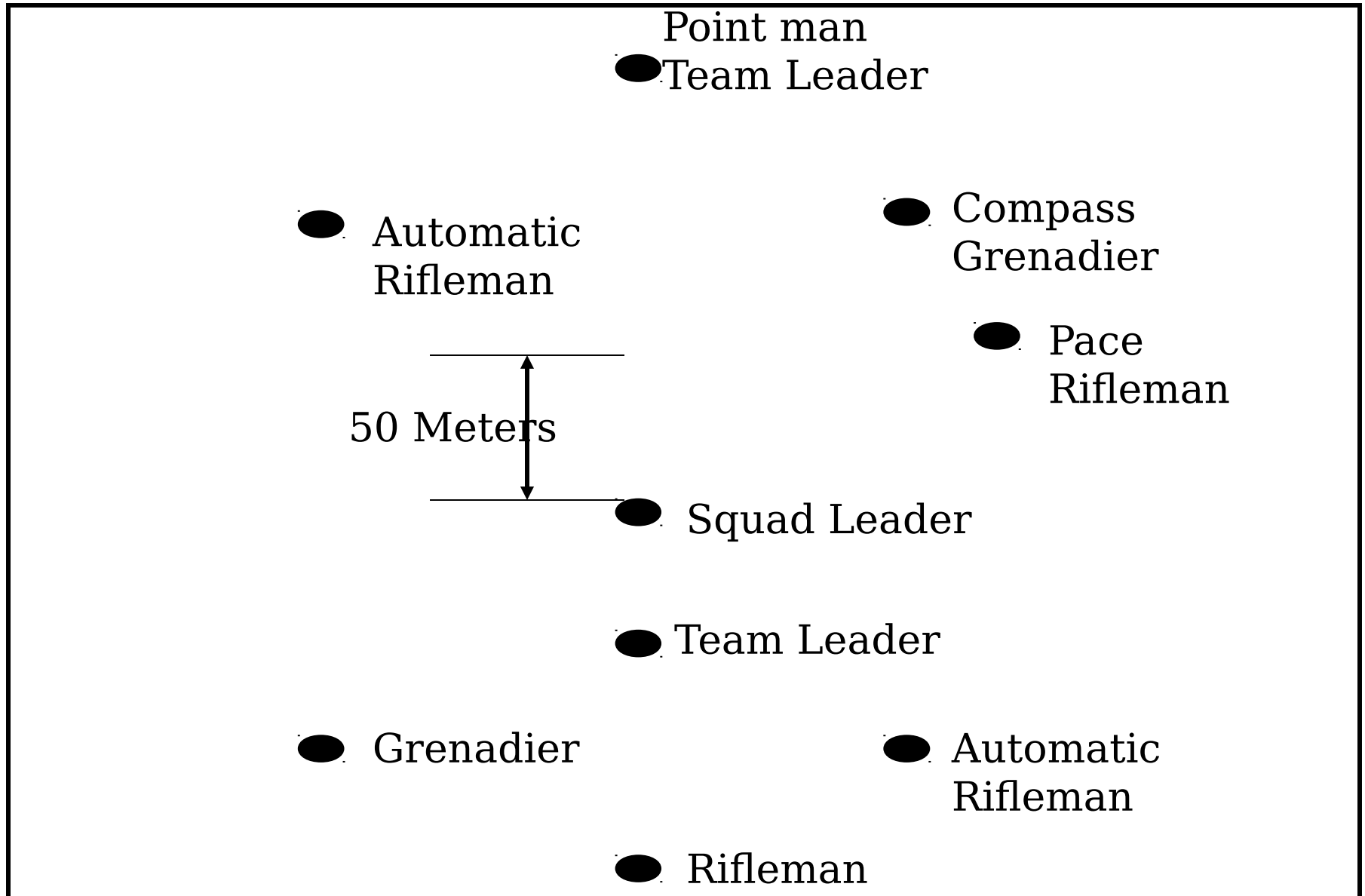
# **STEP 2, Plan the Route**

- |  |  |
|--|--|
| <ul style="list-style-type: none"><li>• Travel time.</li><li>• Travel distance.</li><li>• Maneuver room needed.</li><li>• Trafficability.</li><li>• Load-bearing capacities of the soil.</li><li>• Energy expenditure of soldiers.</li></ul> | <ul style="list-style-type: none"><li>• Factors of METT-T.</li><li>• Tactical aspect of terrain (OCOKA).</li><li>• Ease of logistical support.</li><li>• Potential for surprising the enemy.</li><li>• Availability of control and coordination features.</li><li>• Availability of good checkpoints and steering marks.</li></ul> |
|--|--|

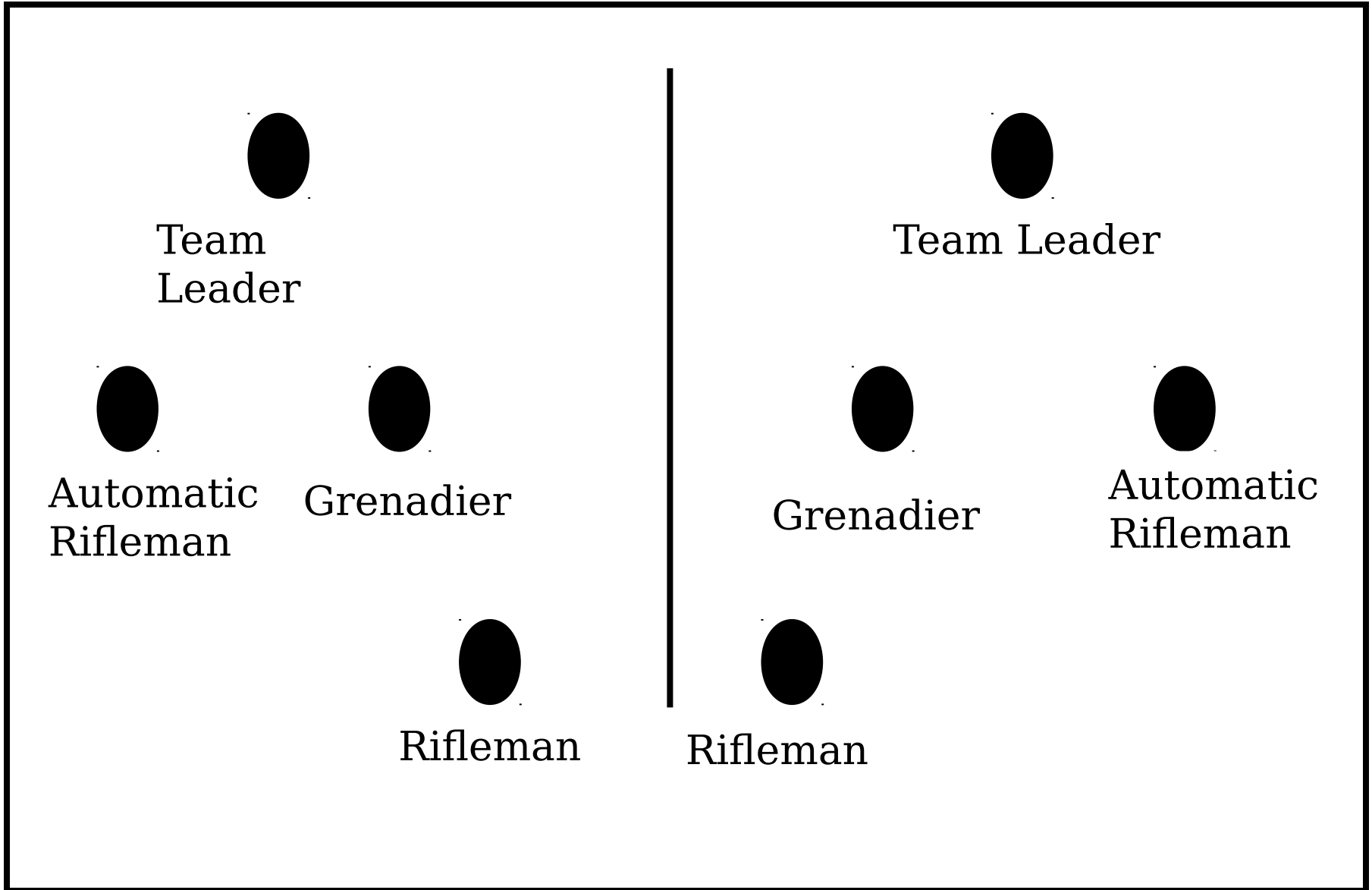
# Squad Traveling



# Squad Traveling Overwatch



# Fire Team Wedge



# Fire Team File



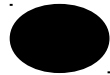
Team Leader



Automatic  
Rifleman

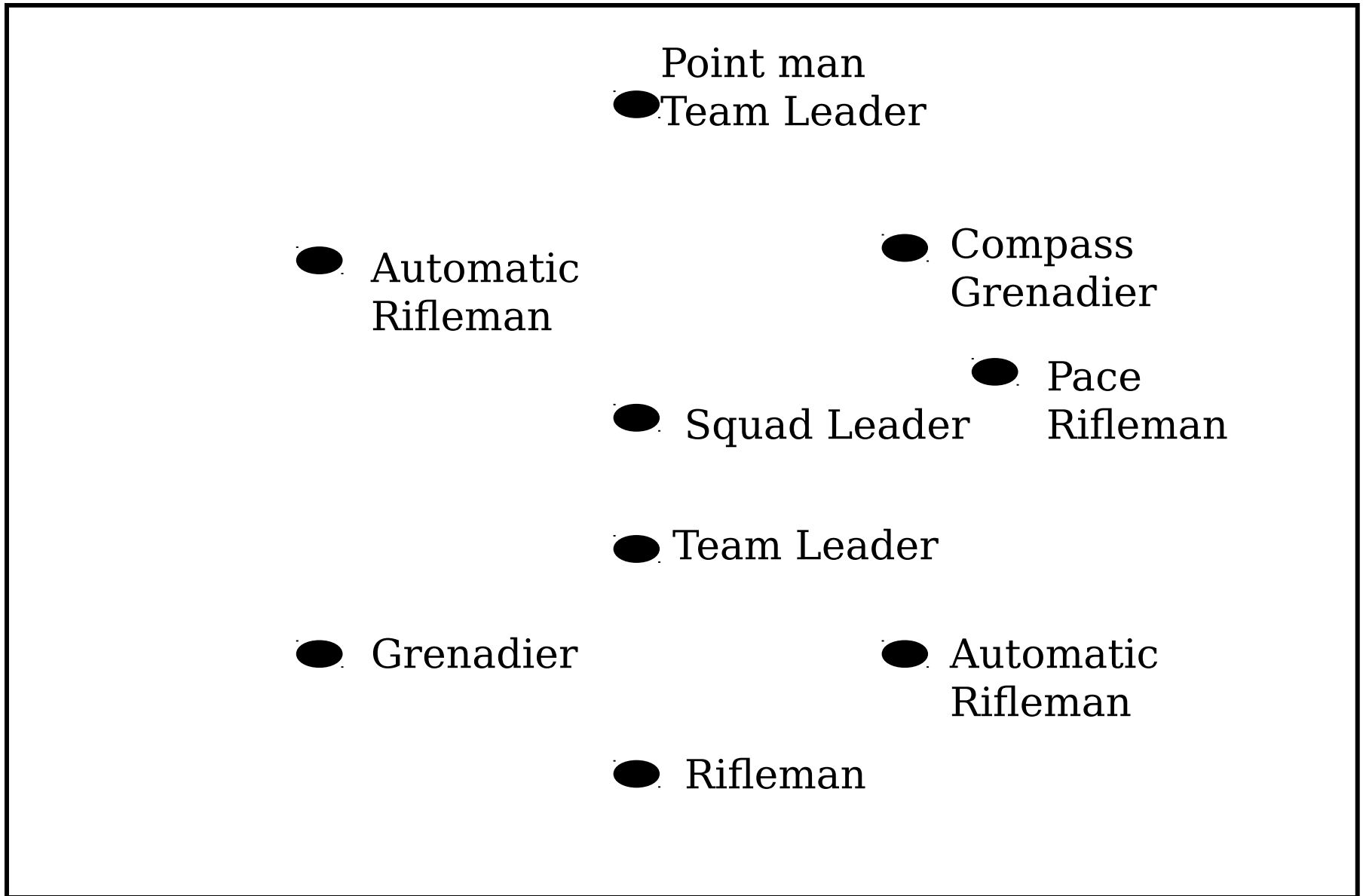


Grenadier



Rifleman

# Squad Column With Fire Teams in Co



# Squad File



Point man  
Team Leader



Squad Leader  
(Optional)  
Grenadier



Automatic Rifleman



Rifleman



Squad Leader (Normal)



Team Leader



Grenadier



Automatic Rifle



Team Leader (Optional)



Rifleman

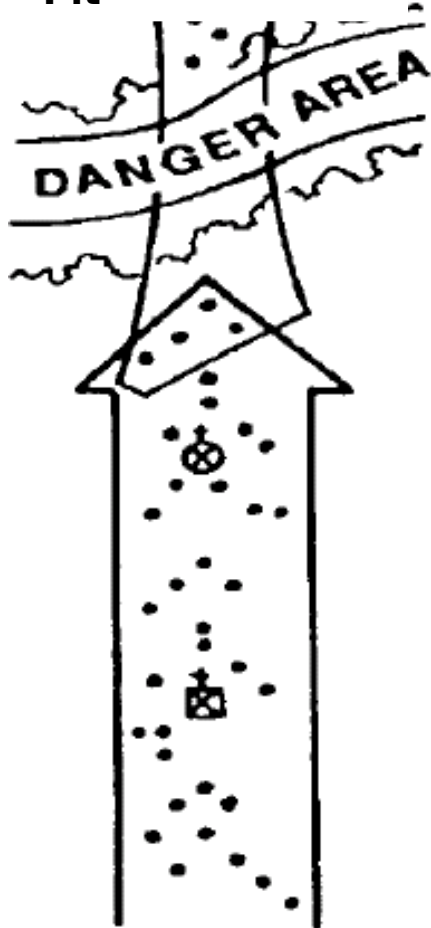


# Crossing a Danger Area

Lead team  
crosses

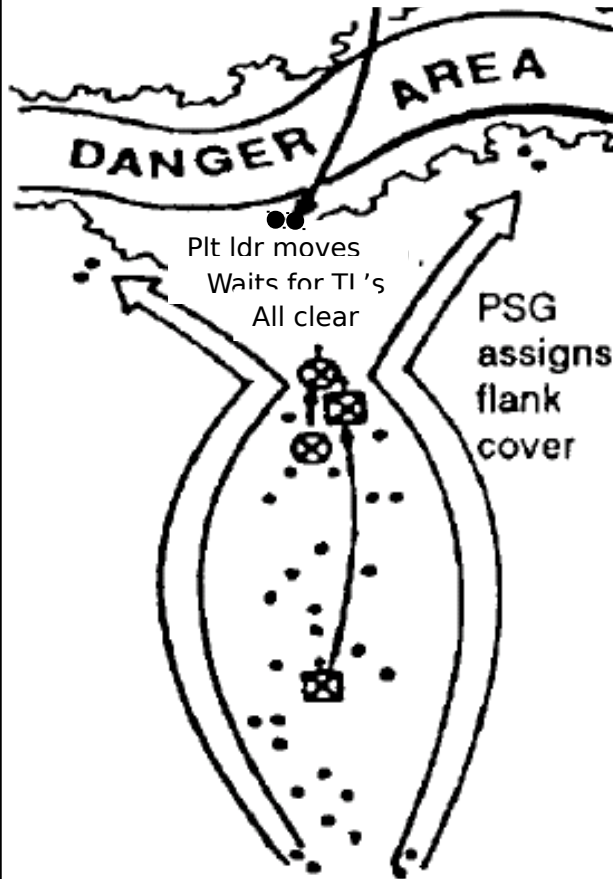
Danger area  
and

Clears for the  
Plt



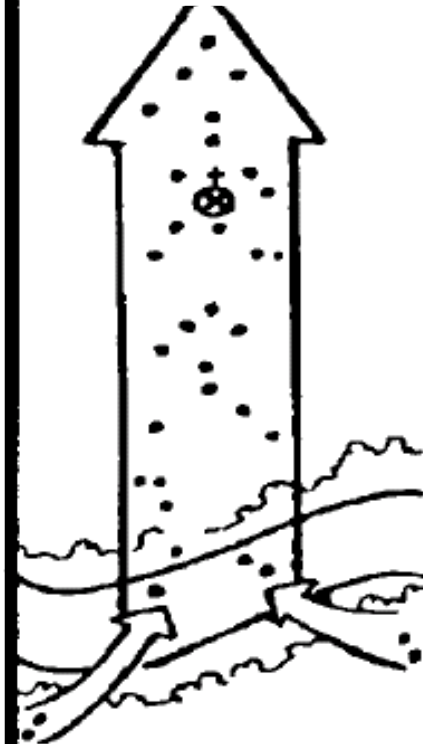
Grenadier and rifleman  
remain on far side

Team leader and auto  
rifleman return to signal PLT  
when all clear.



Train team moves  
up for flank cover

Lead team continues  
to lead platoon after  
clearing danger area



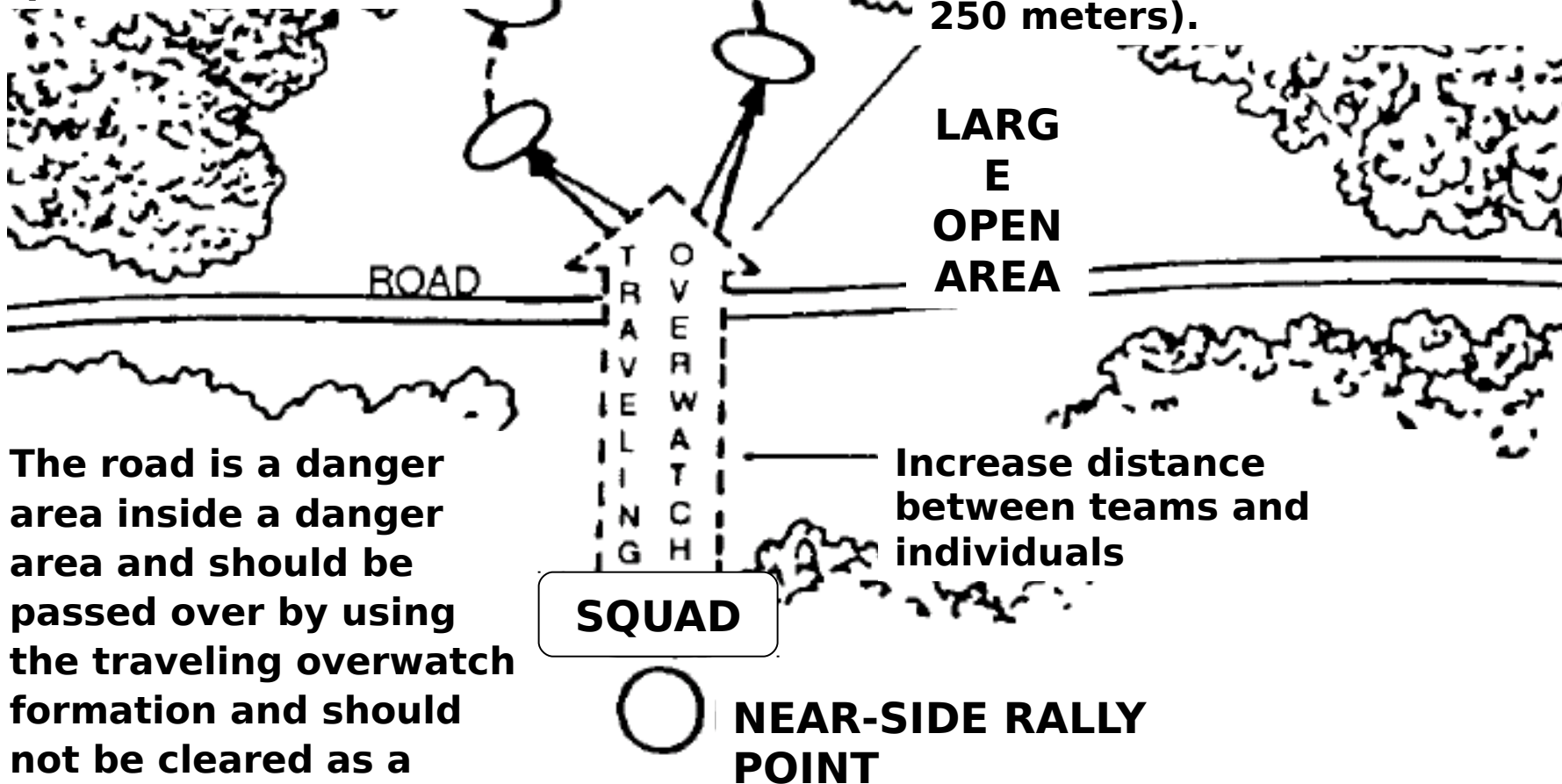
Trail team  
returns to  
position

# Crossing Large Open Areas

Squad bounds by fire teams into wood line and clears an area enough for the entire squad.

## FAR-SIDE RALLY POINT

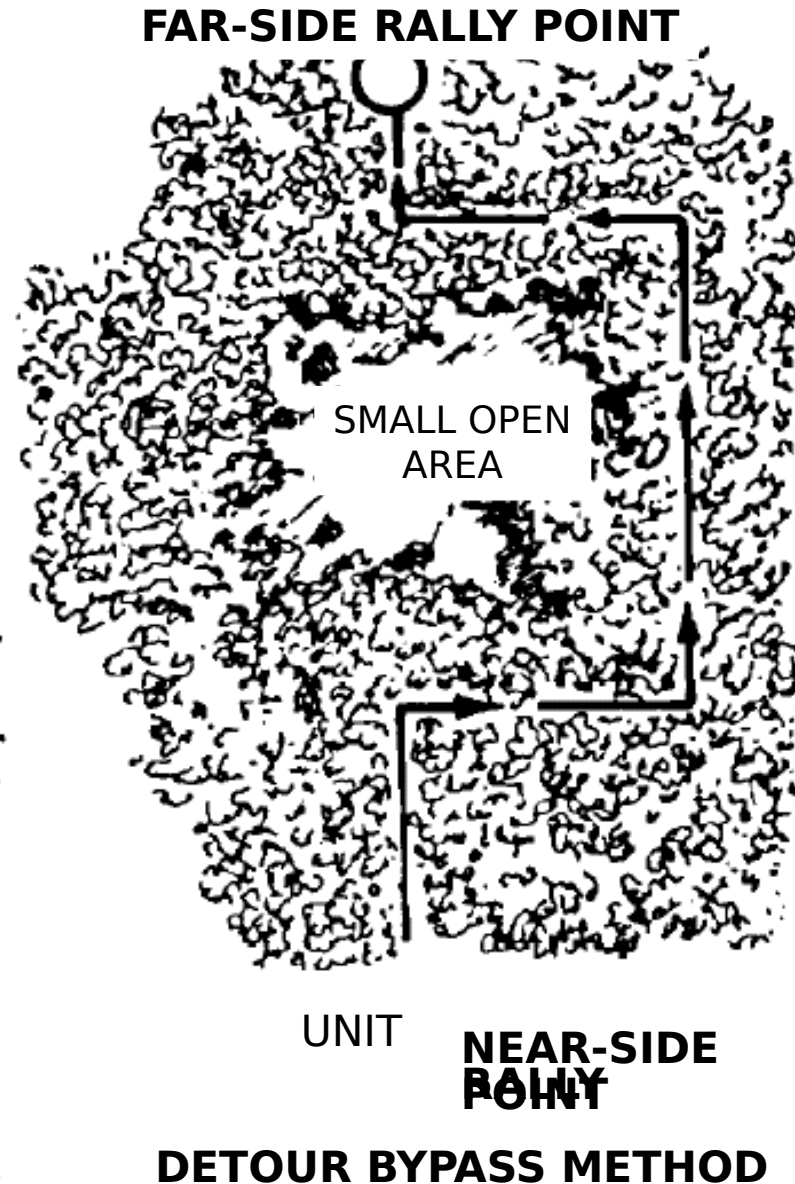
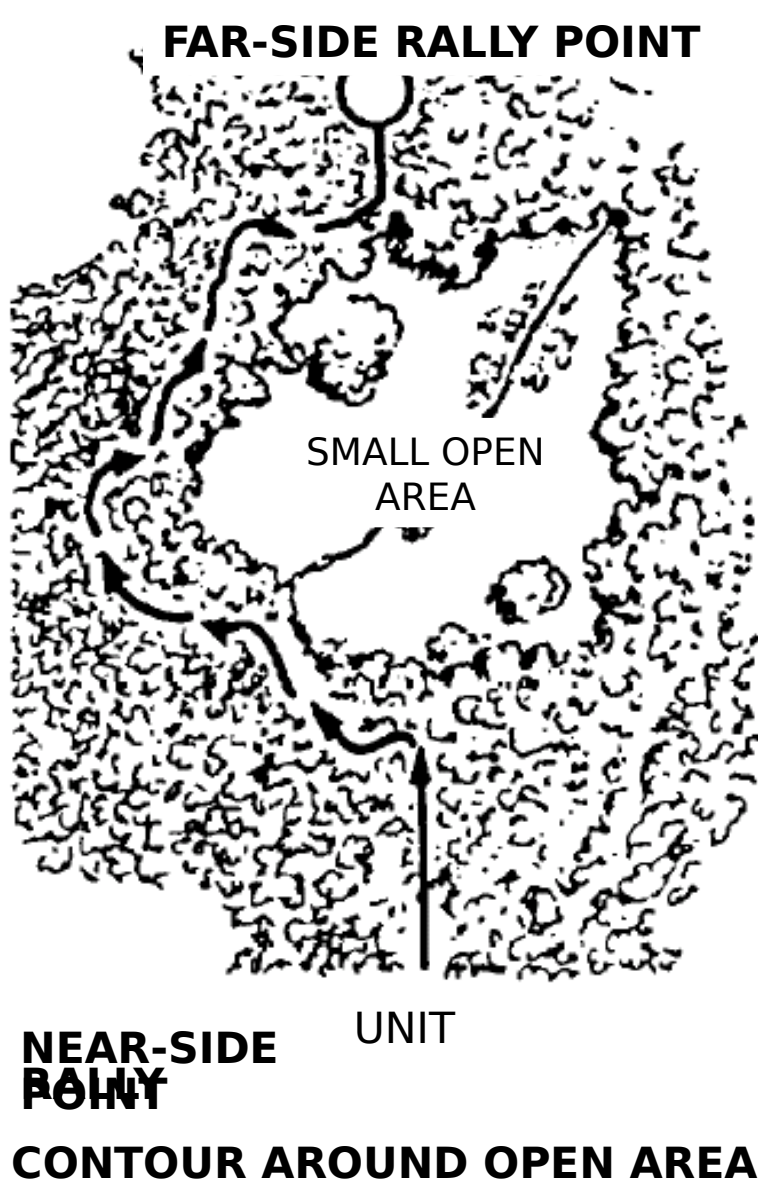
Begin bounding overwatch within effective small-arms range of the far side (about 250 meters).



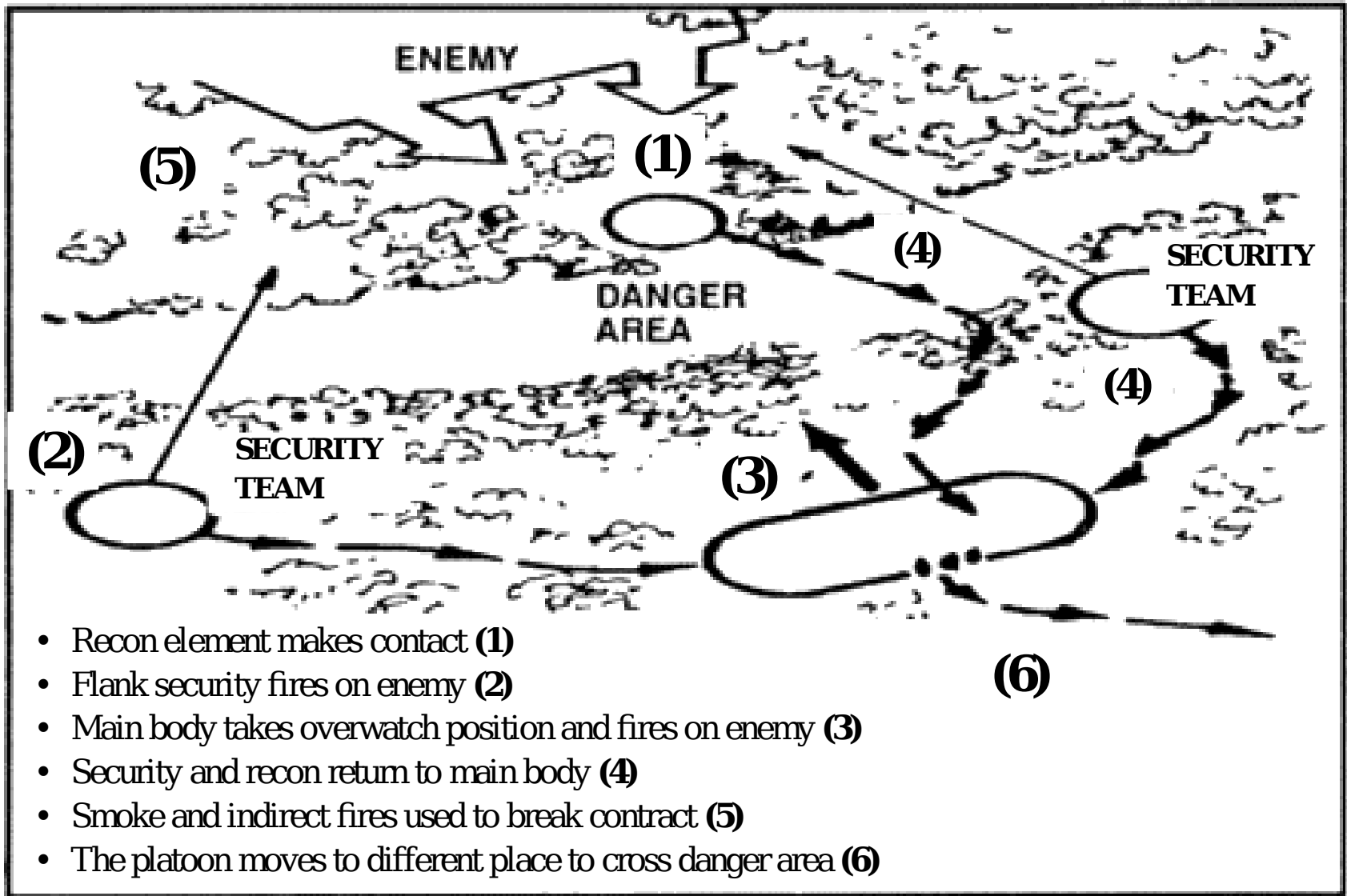
The road is a danger area inside a danger area and should be passed over by using the traveling overwatch formation and should not be cleared as a separate linear danger area.

Increase distance between teams and individuals

# Crossing Small Open Areas



# Contact on the Far Side



**ENEMY SOLDIERS**

**FLANK SECURITY**

(1) Flank security warns the platoon, everyone freezes and lets the enemy pass.

OR

(2) If spotted, security team blocks enemy with weapons fire and LAWs (1)

(3) The leader decides whether to cross road or stay on near side (2)

(4) Security team not in contact moves back to main body (3)

(5) The platoon crosses road, moves into overwatch position, and fires on enemy (4)

(6) Security team in contact breaks contact, crosses road where platoon crossed, and joins main body (5)

(7) Smoke or indirect fire is used to break contact and the platoon moves out of area (6)

# ENEMY SOLDIERS